

Ultra quick NPC's in Traveller The New Era

Step 1 - Quick NPC Physical

Roll 2d6 and compare to the following charts

Determines, Strength, Agility, Constitution from this you can read off the hit capacity for the character's Head, Chest, and other body parts (right arm, left leg etc), coincidentally the npc's load is the equal to his or her hit capacity for the chest in kilograms so can be determined from the 'chest' column if it is required. Th represents the character's throw attribute, whilst Mwt and Fwt represents the npc's weight in kilograms if male or female respectively. In short, to keep play fast just take the information that you need and disregard the rest. For referees winging it or needing a fast npc, a lot of this detail will be superfluous, in which case just use what you need and disregard the rest. The tables below assume a 'humanoid' character.

2d6	Att	H	Ch/ld	Oth	Th	MWt	Fwt
2	222	4	12	8	8	80	65
3	363	6	18	12	12	80	65
4	633	6	27	18	24	92	77
5	336	12	27	18	12	68	53
6	663	6	27	18	24	92	77
7	666	12	36	24	24	80	65
8	669	18	45	30	24	68	53
9	699	18	45	30	24	68	53
10	996	12	45	30	36	92	77
11	999	18	54	36	36	80	65
12	BBB	22	66	44	44	80	65

Quick Combat, instead of giving each npc a blanket 40 hit capacity just use the value for their chest instead following all other rules as outlined on page 59 of the TNE rule book.

Step 2 - Quick NPC Mental

Roll 2d6 and compare to the following
Determines Int & Edu, a second roll determines Chr

Quick NPC Age

The Age and thus experience of the character can be determined by another random die roll as outlined below

Roll	Att	Roll	Chr	Roll	Age	Terms
2	53	2	4	2	17	0
3	54	3	5	3	21	1
4	54	4	5	4	25	2
5	65	5	6	5	29	3
6	65	6	6	6	33	4
7	76	7	7	7	37	5
8	76	8	8	8	41	6
9	87	9	8	9	45	7
10	97	10	9	10	53	9
11	AA	11	9	11	61	11
12	BB	12	A	12	65	12

PSI and willpower is always 0 for quick npcs

Should the referee need to determine the number and type of significant background skills held by the npc, then simply divide the npc's age by 10 and add the result of a 3d6 roll. In most cases it is anticipated that the referee will only need to determine the npc's combat attributes in which case ignore this step and move on to the next chart below.

Significant Skills Age/10 + 3d6 – This can be used to

Combat

Depending upon the combat experience of the character their initiative, primary combat asset and unarmed combat damage can be determined from the table below.

	Init	Asset	Damage
Elite	5	15	5
Veteran	4	13	4
Experienced	3	11	3
Novice	1	9	1